CLAIMS

1   A player terminal configured for use in a gaming environment, where the

5   gaming environment is one where cash cannot be used at player terminals, and

where cashless vouchers are used at player terminals where the cashless vouchers

further comprise indicia thereon, and where the indicia further comprises a

transaction identification and further has no cash value therein, the player terminal

comprising:

10   a game operably disposed within said player terminal, said game usable for

gambling and playable by a player;

        a network interface for operably connecting said player terminal to a

communications network;

        a cashless voucher reader operably disposed within said player terminal and

15   configured to read cashless voucher indicia;

        a cashless voucher printer operably disposed within said player terminal

and configured to print cashless voucher indicia on a cashless voucher; and,

        where said player terminal is configured to

                receive cashless voucher indicia from said cashless voucher reader,

20   send said cashless voucher indicia operably out of said network

interface,

receive value data from said network interface where said value data comprises a value associated with said cashless voucher indicia and where said value data is not on said cashless voucher,

send game credit data operably out of said network interface and to

5   receive voucher data from said network interface where said voucher data comprises cashless voucher indicia associated with said game credit data, said cashless voucher indicia further comprising a transaction identification, and,

said player terminal further configured to send said cashless voucher indicia to said cashless voucher printer resulting in a cashless voucher being

10   printed having thereon said indicia.

2   The player terminal of claim 1 where said indicia on said cashless vouchers further comprises at least partially encrypted data.

15   3   The player terminal of claim 1 where said transaction identification comprises a value derived from time.

4   The player terminal of claim 3 where said transaction identification further comprises a value further derived from at least one of: date, machine number, or

20   random number.

5 A method for using cashless vouchers with a player terminal having a game usable for gambling operably disposed therein, in a gaming environment where cash cannot be used at player terminals, and cashless vouchers are used at player terminals where the cashless vouchers comprise indicia thereon, and where the

5   indicia further comprises a transaction identification and further has no value therein, the method comprising:

        receiving a cashless voucher into a cashless voucher reader;

        reading said indicia on said cashless voucher;

        sending said indicia via a network to a computer having operably disposed

10   thereon

a database configured to associate said transaction identification portion of said indicia with a value;

        receiving from said computer having said database said value associated with said transaction identification portion of said indicia; and,

15   making playable a number of game credits available to a player, where said number of game credits corresponds to said received value.

6 The method of claim 5 where said transaction identification is at least partially encrypted.

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7 The method of claim 5 where said transaction identification comprises a value derived from time.

8 The method of claim 7 where said transaction identification further comprises a value further derived from at least one of: date, machine number, or random number.

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